

# PROGRAM

## THURSDAY 11<sup>th</sup> Feb 2016

11:00 Registrations open at main gate.

11:00 Bar opens

12:00 Check in, drop your bags. Meet and greet fellow Riders. Browse through the rally site and stalls. Grab a cold one and chill.

18:00 Music by DJ Squeek at the Calypso Pool area

18:00 onwards. Grab some food from the varied food stalls in the main Harley Village

18:00 Registration closes

18:00 till Late. CALYPSO POOL PARTY. Join the fun in the hot pool with cool sounds from our resident DJ

## FRIDAY 12<sup>TH</sup> Feb 2016

07:00 Breakfast included for hotel guests opens. Not a hotel guest, you can still get a great breakfast at R90 served in Cogman's Restaurant

08:00 Registration opens

9.30 1<sup>st</sup> Outride line up outside main gate. Depart 10.00am

10:15 2<sup>nd</sup> Outride line up outside main gate. Depart 10.45am

12:00 - 12.30 Arrive end destination. Burgers & Hotdogs available. Music to chill by. Cash bar.

Make your way back to the Rally Site own time

18:00 Live Music to get you in the mood.

18:00 till late. Grab something to eat from the varied food stalls and join us for a night of music and dancing

19:30 **Main Band on stage.**

## SATURDAY 13<sup>TH</sup> MAY 2015

07:00 Breakfast included for hotel guests opens. Not a hotel guest, you can still get a great breakfast at R90 served in Cogman's Restaurant

11:00 Line up for Mass Ride outside main gate. Watch for Marshals. Please join this ride as the townsfolk would love to see a big turnout.

11:00 Bar opens

12:00 Mass Ride starts. After mass ride grab something to eat on rally site, grab a cold one and a seat and join us in main tent for the best **Harley Games X Far**

14:00 **HARLEY GAMES** commences. Enter and win some great prizes

16:30 Enter your bike in the **Karoo Bike Show**. Great prizes to be won.

17:30 Bike Concourse judging starts

19:00 Buffet Dinner served by Avalon Springs

19:00 Live Music through dinner

20:00 Speeches, Raffle Draw & Prize Giving. **Main Band and Party Time**

PARTY

PARTY

PARTY